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Hoosier Archives was originally a periodic listing of the Diplomacy archives of Walter Buchanan, R.R. # 3, Lebanon, Indiana 46052, telephone (317) 482-2824; Archives Director, N3FCBDD and a member of TDA, IFWDS and the PDRC. It is now primarily a Diplomacy gazette devoted to articles on good play, demonstration games such as The Grudge Game (1971BC) now in progress, rating systems, and game news. Information from the archives is vital for all this and is available to the public as well. Although the archives is virtually complete in at least xerox form, except for Rumania and the LASFS zines, missing undamaged originals are solicited, either for purchase or a loan to permit xeroxing. (See the last quarterly archives listing in Hoosier Archives #53 for zines needed.) Many original spaces are now available from the archives and more are solicited so as to make them available to others. A subscription to Hoosier Archives is \$5/\$2.00 (or 7/31.00); back issues are available for a stamp order. Ask for issue #55 to get a list of all articles through #53. This is Albatross Press publication #60.

INFO THE ARCHIVES NO. 21

One of Diplomacy's most prolific writers, Edi Birnson, is back again with another excellent article on the openings, this time on Austria. This former empire of the Hapsburgs is thought an easy Diplomacy choice to be the most difficult country to play. Edi seems to have discovered the secret however. In that among Edi's eight unpublished wins, three of them have been with Austria! We are pleased to present this article and note that for the first time, Hoosier Archives has more original articles listed among its issues than reprints.

THE JOURN CAUTHELET by Edi Birnson

In considering the alternatives in tactical moves during the first year of play, the Austrian player generally focuses on what to do with the Army in Vienna. Traditionally, the Austrians use the Fleet in Trieste to move south to secure Greece while the Army in Budapest enters Serbia and backs up the Fleet's claim on Greece. The success of the simple two-unit move into the Balkans is the main reason for it becoming the traditional opening since the Turks have no chance to west Greece from the Austrians with the two units in place. Hence, many Turkish players, when confronted with a traditional looking advance, do not move to Greece in the Fall of 1901 in hopes of securing Austrian favors against either Italy or Russia. If the Italian player is avoiding the usual suicide attack on Austria in 1901 and the Russians are not moving into the Galician region, the Austrian player has an opportunity to grasp the initiative in the south with an iron grip by presenting the southern players with an unusual opening.

In the Spring of 1901, the Austrians play the traditional moves of Army Budapest to Serbia, Fleet Trieste to Albania and a non-hostile Army Vienna to Trieste. At this point, the Austrian has a chance to see if there are dramatic changes in the eastern region: have the Turks played to Armenia, are the Italians in Tyrolia, what is the Russian intention? If the climate is right and there are no overt acts against the Austrian mainland, and the Turks are either tied down against Russia or do not intend to play to Greece, the Austrian can move in the fall as follows: Fleet Albania to the Ionian, Army Serbia to Greece, Army Trieste to Serbia. Thus the Austrians have seized the key sea area in the Mediterranean and can turn it to use against either the Italians or the Turks. More than likely, the Italians will be rather bothered by such a move and they have a right to be as they are about to be off-balance at the Austrian. If he plays his cards right, the Turks will also be bothered by the move, as he forces the Austrian Fleet to do battle with the Turks in the Aegean or the Dardanelles. Hence, the Austrian can still make a supported attack on the Balkans. Beyond all of the strategic stride of the Austrian, one thing will be obvious: that the Austrians are the shrewd and dominating the offensive rather than being the object of someone else's strategy.

The resort to such a challenge in the Ionian can be a costly gamble if either the Italians doublecross the Austrians in the Fall of 1901 or if the Turks throw tradition to the sharks and move on Greece regardless. But, in Diplomacy you have to decide what the chances of a doublecross are; if you deem the chances of a doublecross small, the gamble may pay off. No one can improve your Diplomatic guesswork, but with this opening you at least have one more alternative to consider when you feel the time is right to act but are unsure of what to do.

VISIT TO THE ARCHIVES NO. 3

Part of the Michigan crowd descended on us last weekend to make for the largest Diplomacy get-together here yet. We even had enough for a five-man FIF game! Included in the entourage were Herb Davento and his girl, Constance Sue Veele, Bob Van Andel, and a friend of his, John de Longpre.

After suitable chiding and chivings at some rare treasures on exhibit in the archives, such as Derek Hildner's Giant #1, we got down to the business at hand. Prior to the game, we drew for countries with the following result: Austria (Buchanan), England (Van Andel), France (Veele), Russia (Davento), and Turkey (de Longpre).

After initially bemoaning my fate as Austria, I soon found it wasn't a half-bad country to play in a five-man game since your neighbors, Italy and Germany, are in civil disorder. The end result was a traditional east-west stalemate as follows: Austria--10, England--9, France--9, Russia--4 and Turkey--2. More details will follow in a future write-up by John in Spots or Spot. I might add that Herb would have done better if he could have kept his girl in line. But alas, we found her a very independent woman. Carol couldn't even get her to join the Diplomacy Widows Association!

All in all, however, we had a great time and enjoyed the visit very much. Hopefully, Carol and I can reciprocate with a journey to Michigan this summer.

THE CRUCIAL GAME (1971EG)

Fall 1901

SWITZER STANLEY TRETICK, JONES PROSNITZ

AUSTRIA:	A Vic-Tri, A Ser S Russian F Rum-Bul(ec), F Alb-Gre
(Lefkko)	
ENGLAND:	A Yon-Nay, F Nth C A Yon-Nay, F Nth S A Yon-Nay
(Prosnitz)	
FRANCE:	A Rum-Bul, F Mid-Por, A Gas-Spa
(Alman)	
GERMANY:	F Den-Spa, A Kie-Den, A Rch-Rol
(Kay)	
ITALY:	A Yon-Tri, A Apr-Tun, F Yon C A Apr-Tun
(Walker)	
RUSSIA:	A Ser-Por, F Ist-Spa, A Ukr-Sov, F Rum-Bul(ec)
(Stryke)	
TURKEY:	A Bul-Tun, F Bld S A Bul-Rum, A Apr-Sov
(Tretick)	

Winter 1902 Games are on now being played on Saturday, 5 February 1972. I would like to do this as much as possible. I will be in the city by 10:00 AM. Also, I will again be sure to have a goodly crowd to stand in General's line.

Note: Due to the extensive Spring 1901 analysis to follow, press releases will be delayed until mid-March.

BUILDS: All Centers Occupied!

AUSTRIA:	Bud, Tri, Vie, <u>Gro</u> , <u>Ser</u>	(5)	Build TWO
ENGLAND:	Edi, Liv, Lon, <u>Brx</u>	(4)	Build ONE
FRANCE:	Bre, Mar, Par, <u>Bel</u> , <u>Por</u> , <u>Spa</u>	(6)	Build THREE
GERMANY:	Ber, Kie, Mun, <u>Don</u> , <u>Hol</u>	(5)	Build TWO
ITALY:	Nap, Rom, Ven, <u>Tun</u>	(4)	Build ONE
RUSSIA:	Mos, StP, Sev, <u>War</u> , <u>Run</u> , <u>Swe</u>	(6)	Build TWO
TURKEY:	Ank, Con, Smy, <u>Bul</u>	(4)	Build ONE

As a note for the future, I would like to solicit any game correspondence you would like to send from time to time during the game. Comments on your intentions with your moves would be appreciated too. Then at the end of the game this material can be used for a comprehensive game analysis. Also, to clear the record, this information will be kept strictly confidential until the end of the game and will not be used in any play-by-play game analysis such as the one by Rick Brooks below.

ANALYSIS (Spring 1938)--Rick Brooks (R. R. 1. Box 267, Fremont, Indiana 46737; comments are invited) (An introduction on Rick Brooks will be published next issue.)

It is a bit hard to criticize opening moves as alliances are hazy, probably even to the players. Russia has opened unorthodoxly and is in trouble in the south. It seems obvious that Russia has an agreement with Austria since both left Galicia alone. Austria could go after Russia now that he is in a bind, but Italy appears to be coming in on Austria's other flank.

I draw a southern strategy with Russia. If Russia cannot gain an agreement with either Austria or Turkey (a bit sign in itself), I notify Turkey that RF Sevastopol is hitting the Black Sea and notify Austria that RA Warsaw is moving to Galicia. I also state to Turkey that if he hits the Black Sea with TF Ankara, he will have assured its neutralization for the spring. Hitting Galicia assures that Austria must support in either Vienna or Budapest with the other (usually AA Budapest (S) AA Vienna to Galicia as this assures one more unit on Russia in the fall), and Austria usually doesn't care to go this far at the start of a game. Even in a Russia-Turkish alliance, I favor both fleets hanging heads over the Black Sea on the opening move. The plight of Russia clearly illustrates the value of this approach.

Turkey is now in a position to move either into Rumania or Sevastopol with support and Russia has to encourage him. With RA Moscow moving to St. Petersburg, Russia's options are less. Austria might help with AA Vienna as it is unlikely that TA Bulgaria would try to move to Greece and block out TF Ankara. Turkey needs TA Bulgaria either to cut Rumania's possible support of RA Warsaw to Sevastopol, to collect up some Rumania if Russia moves RF Rumania back to Sevastopol, or to support TF Black Sea to Russia. If TA Bulgaria fails to move to Greece, he is most unlikely to get support from TF Ankara as this would leave Italy without a valid reason Ankara was thoughtful enough to give up Trieste, which seems most unlikely.

Russia is clueless without Austrian help and none too good. RA Vienna (S) RF Rumania would assure protection of Russia unless TA Serbia helps too much. Since Turkey is almost certain to move to Galicia to Sevastopol (assuming Russia wants the support or attack power of TF Black Sea), the only move would stop Russia the seas of Sevastopol, put Rumania in a real position to defend and give Turkey the build. RA Vienna (S) RF Rumania to Sevastopol is the better move. If RF Black Sea (S) TA Ankara to Sevastopol or vice versa, all moves would be stalled. RF Ankara could move to Black Sea and cut support, but this would mean that he would be wiped out if Turkey hit Rumania with TF Black Sea and TA Bulgaria with TA Ankara blocking Sevastopol. A stand off over Sevastopol would leave Sevastopol open to Turkey. Germany would move the south would then either try to cut a deal in France, Italy, or Rumania. If Germany is a stand off over Sevastopol, it is most likely that TA Ankara would build too, but it is not sure since RA Vienna and TA Serbia are in the south and Turkey goes after Rumania with the units, Turkey would take Rumania and leave the build.

It is a bit hard to criticize opening moves as alliances are hazy, probably even to the players. The best strategy would be to keep in making order

is that of Austria and Turkey since Austria tends to squeeze Turkish expansion and Turkey almost always has units moving around the Austrian flank. Austria may not care to see Turkey grow strong as he will form a buffer between Turkey and the rest of the board if Russia falls and be open to a squeeze play. Besides, Iakovka and Tretick are on opposite sides of the DA feud.

So, a Russian move of RA Ukraina (S) RF Rumania to Sevastopol could be helped by AA Serbia to Bulgaria. The only way Turkey could take a Russian center would be to move TF Black Sea (S) TA Bulgaria to Rumania and TA Armenia to Sevastopol. This would lose Turkey Bulgaria and he would only have one build. Austria still should get two as Italy is unlikely to hit Greece. This would also leave Turkey in an overextended position as his TA Rumania would be flanked by RA Ukraina, RF Sevastopol, AA Bulgaria, and with probable Austrian builds (Italy allowing) of AA Budapest and AA Trieste. Austria could have two more units in striking position by fall. AA Trieste could be supported into Serbia in the spring and AF Greece could support AA Bulgaria.

I would not expect to see TF Black Sea (S) TA Bulgaria as Turkey cannot come out without a build unless he moves quite precariously--such as hitting Greece if RF Rumania and AA Serbia gang up on him. He could even get away with this if he moved TF Black Sea to Rumania and TA Armenia to Sevastopol. Then RF Rumania's support would be cut or RF Rumania would take Bulgaria and lose either Rumania or Sevastopol depending on which one RA Ukraina moved to. TA Bulgaria would be dislodged into Constantinople or off the board if Turkey wanted another fleet in Constantinople. If Turkey chooses to move TF Black Sea (S) TA Bulgaria to Rumania and RF Rumania (S) AA Serbia to Bulgaria, RF Rumania would be wiped out. Russia probably wouldn't dare not have RA Ukraina to Sevastopol in this case. So if Tretick of Turkey got tricked and moved TA Armenia build, then Sevastopol probably wouldn't be open to build in.

The Italian move of IA Venice to Trieste is interesting. Usually moves can be interpreted on the basis of alliances. Some players may make an occasional wild move to keep the other players tense. So where does Italy fit in? An attack on Trieste looks like he is going against Austria. But both Turkey and Russia have moved away from Austria, as has Germany. I also find it hard to picture an alliance between Walker and Tretick.

RF Italy had been riding against Austria. I'd expect to see IA Venice to Tyrolia and IA Rome to Verona. RF Naples to Ionian Sea is always a good opening move since it allows Italy to take back just as RF Naples to Tyrrhenian Sea would. It also allows for a move against Greece at the opportunity arises. Since Italy has moved IA Rome to Apulia, he can convey into Tunis and have domination of the Ionian Sea in the Spring of 1932.

RF Italy had put cards into Tyrolia and Venice. He could go for Trieste with support in the fall. He could attack Turkey, RF Bulgaria. (S) RF Britain to Greece would have left Italy with three units to Black and Blue units. Italy would get a build unless the Russians were in position to cut support. It is doubtful that RF Rumania would move to Bulgaria to cut support. If the Turk had moved out of the Black Sea, he wouldn't care to change his mind. Could RF the Turk have a ship in the Black Sea, leaving Bulgaria could be risky.

If the King of IA Venice to Tyrolia and IA Venice to Trieste is what it was by previous agreement such as I take to agree to have hands over the Black Sea if I'm Russia or Turkey. Even the fact that Austria ignored Greece and the possibility of Russian attack, he had a unit to "watch" in a standard. And an agreement with Italy could help Austria. If Russia and England and France moved to Greece. Austria would respond in the fall with AA Vienna and AA Budapest. Budapest which would serve as a point even to build in. Whether then to move AF Austria or to move on back to cover Trieste would be the question.

Since Russia obviously intended to move north, I doubt that he has more than a non-aggression pact with Austria. So there is the possibility that Austria and Italy have agreed to go after Turkey. I am sure that Sayles has occasionally mentioned this possibility to them after he noticed where Turkey was aimed. And if Turkey only gets one build, he could be open to attack from the south.

Austria will probably hit Greece, and Italy can convey IA Apulia to Tunis. Italy can build RF Naples or a submarine, get the Baltic and gain fleets in Constantinople and Egypt. He could then build an AF Russia.

Italy's move is interesting. Probably the best move for an uncertain France is RF France to the Atlantic, RF Paris to Cairo, and RA Marseille to Hungary. This move,

plishes several things. If the German moves CA Munich to Burgundy, he is blocked out and cannot menace Marseilles and Paris in the fall. If he doesn't, France has a shot at Belgium and possibly Munich in the fall. FA Paris to Gascony leaves many options open for the fall. FA Gascony can take Spain while EF Mid-Atlantic takes Portugal or moves to Brest if the English have been naughty enough to move to the English Channel. If FA Marseilles has successfully moved to Burgundy, FA Gascony could block Marseilles in case IA Venice had moved to Piedmont.

FA Marseilles (S) FA Paris to Burgundy is not as good since in the case of EF London to English Channel, EF Mid-Atlantic must drop back to cover Brest or risk losing it. Thus, Portugal is out for the first year. But those openings and the Bismarck used do get France a build if England, Germany, and Italy gang up on him. In this case, if France's neighbors had moved CA Munich to Burgundy, EF London to English Channel, and IA Venice to Piedmont, FA Paris to Burgundy would have failed. But FA Gascony to Marseilles, FA Paris to Brest, and EF Mid-Atlantic to Portugal would have gained a build. Then if England had been thoughtful enough to try to take Brest, France could build EF East and move EF Portugal to Spain (SC). France probably would lose Marseilles in the process as England hitting for Brest, Germany for Burgundy, and Italy for Marseilles could take one of the three spaces or if France blocked them all, stop France from getting a build. With two of them supply centers, Burgundy would probably be left undefended. Then in the spring, CA Burgundy and IA Piedmont could take Marseilles if France did not build there.

It could be that France moved FA Marseilles to Gascony as it was sure to go, whereas moving FA Marseilles to Burgundy could have been blocked. This could indicate that France is bending over backwards to avoid bugging Italy.

England has not committed himself, a nice move in this game, but he can't keep it up. If France has moved EF Brest to the English Channel along with the move of FA Moscow to St. Peter, England could still get a build by moving FA Yorkshire to London and EF Norwegian (S) EF North Sea to Norway. EF North Sea (S) EF Norwegian Sea could be cut by either EF English Channel or GF Denmark to North Sea.

What tells us is the Deutschlander. And probably to Russia's northern strategy. Russia probably didn't have a build wide open in the south without having something going for him in the north. He must soon discover at England. If they are a fool, they have him helpfully off balance. Since France has left England alone, that pretty well leaves Germany the last's bid to commit himself to Russia's promised ally against England. GF Kiel to Denmark is a good opening move as it leaves Germany aimed to go west or to keep Russia out of Spain. A move of GF Kiel to Holland leaves it aimed west. I could have guessed to block Denmark on the first move but long players do not. He could use GF Denmark to the North Sea in the fall hoping to catch the English enroute using EF North Sea to support, but it is foolish. Since France is going to the English Channel, England can read EF Norwegian (S) FA Yorkshire to Norway along with EF North Sea (C) FA Yorkshire to Norway. This last move would be a third Sea and gives a build, but it also puts an arm with two potential opponents, EF North Sea and EF Norwegian Sea, in Norway. Even if Germany moves GF Denmark to Stuttgart and GF Kiel to Berlin in the fall, England can hold Norway until he can get his arms around to cut support or until a hurricane war takes Madrid. The question here is, will Russia move Germany where to do this? He is probably staying clear of Italy, Germany and France can't lose and with other pieces to go. But France really plays the game in the first year. He has got Spain and Portugal plus a shot at either Belgium or London depending on how Germany chooses. Germany has the option of going for Belgium as a first bid to cover British with CA Ruhr. CA Kiel to Holland should go, as England will be busy covering himself off from trying to put his arm on it. If Germany moves CA Ruhr to Belgium and FA Burgundy to the North, Germany can have either Belgium or Holland for sure, and probably both. So he can build CA Berlin and CA Kiel and throw the French out. If he gets blocked out of Holland, he will still have a CA Ruhr. If he is blocked out of Berlin, he will still have a CA Kiel. He can't lose. If he is blocked out of both, he will still have a CA Ruhr. He can't lose. If he is blocked out of both, he will still have a CA Ruhr. He can't lose.

So what is the point of this? It is to show that France is playing a very clever game. He is not just moving pieces around, he is thinking ahead. He is trying to set up a position where he can win in the long run. He is trying to force England and Germany into a position where they have to play his game. He is trying to force them to move pieces in a way that he can take advantage of. He is trying to force them to move pieces in a way that he can take advantage of.